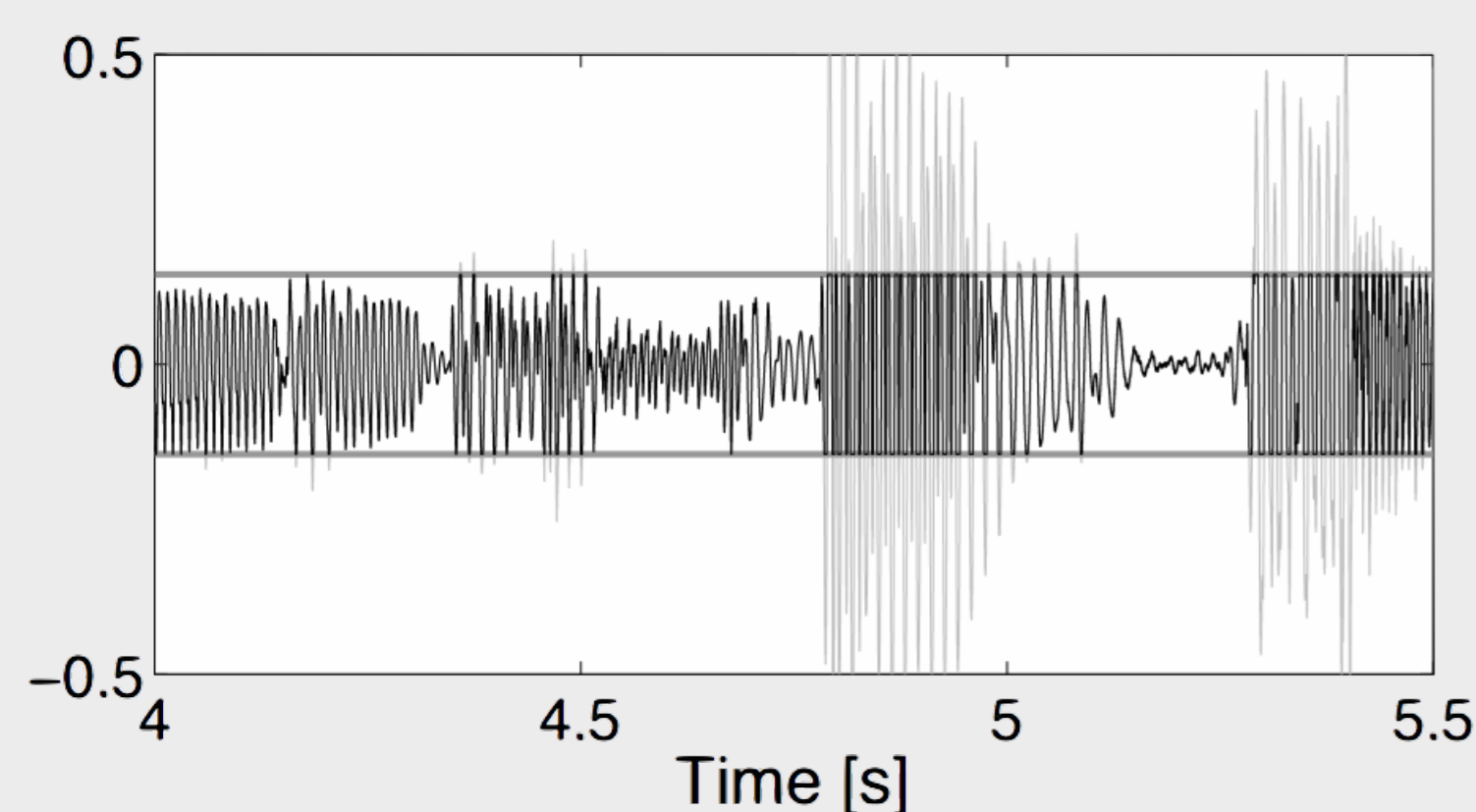


1 Introduction

- Amount of distortion proportional to input level for most implementations
- Needs careful, manual setting of gain or threshold controls for different input signals and varying levels
- Evaluation of distortion effect that scales the transfer function with moving average of signal level
- Member of adaptive audio effects (A-DAFx) and suitable for use in autonomous mixing systems



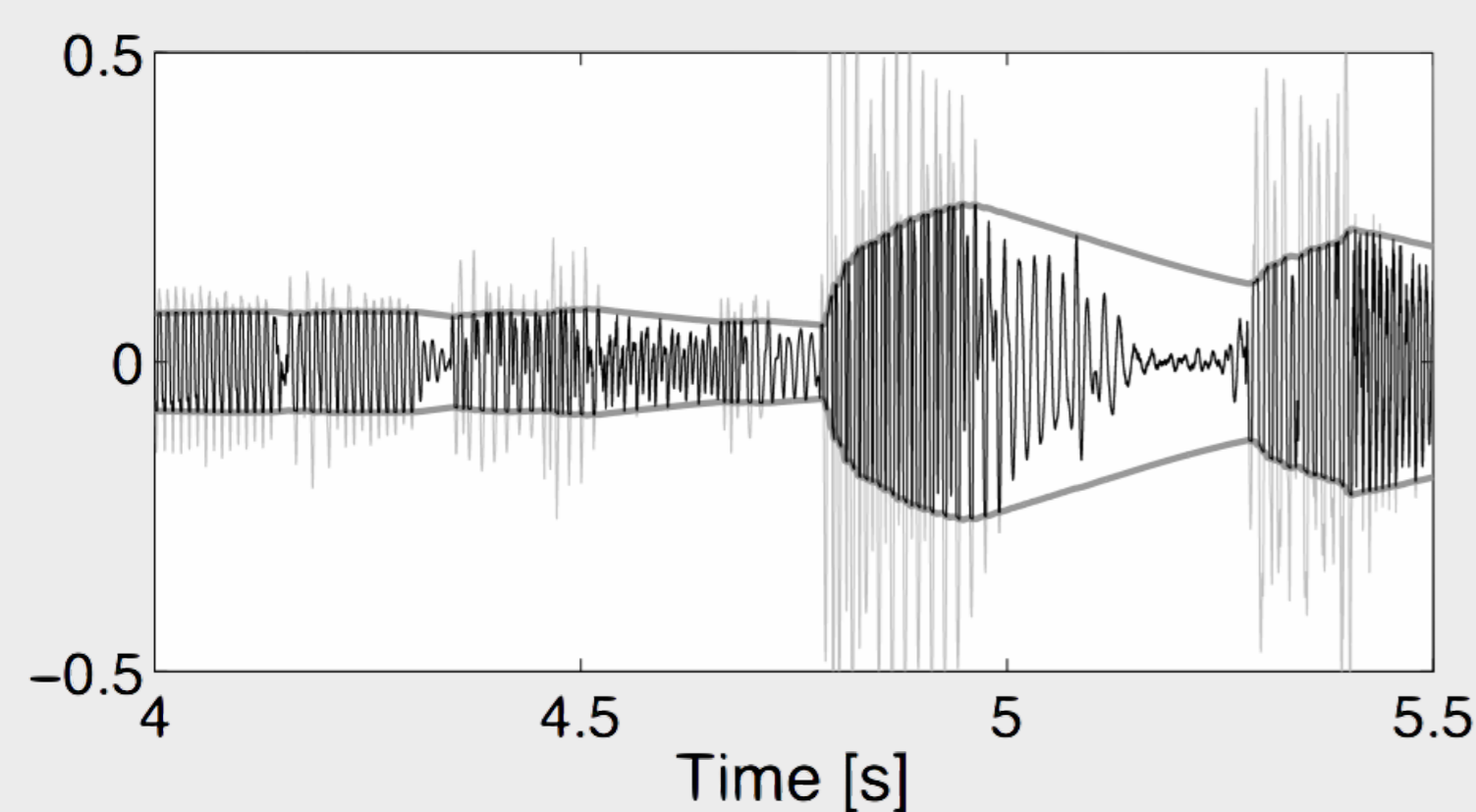
Varying input level causes high variation of distortion, and a drastic reduction of the dynamic range (hard clipping with static threshold)

2 Threshold automation

Transfer function scaled by exponential moving average of RMS level

$$L_{RMS}[n] = \sqrt{(1 - \alpha) \cdot x^2[n] + \alpha \cdot L_{RMS}^2[n - 1]}$$

with x the input signal, and $\alpha = \exp\left(\frac{-1}{\tau \cdot f_s}\right)$ where τ is the characteristic time constant and f_s the sampling rate.

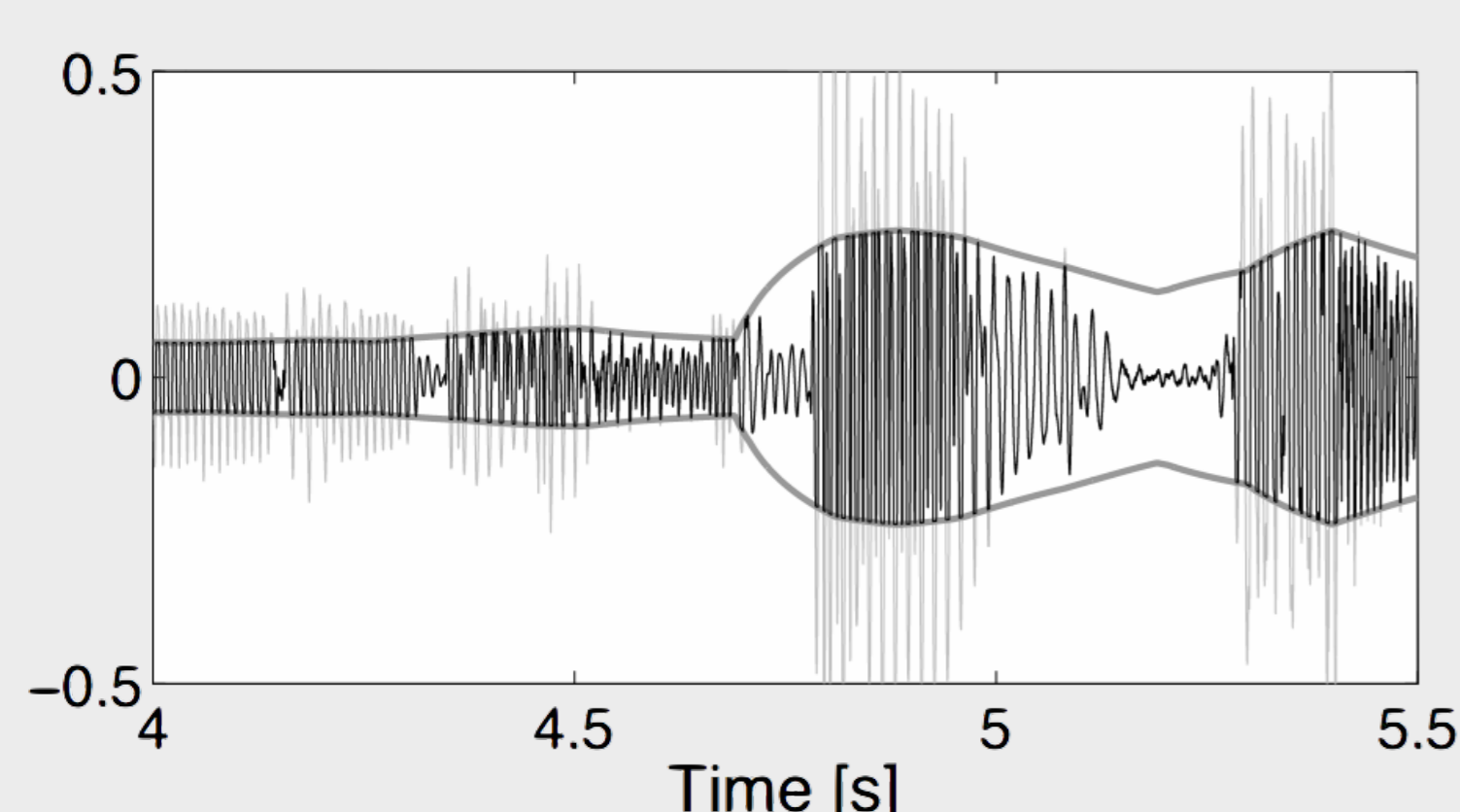


Scaling of hard clipping threshold with moving average of RMS input signal level

3 Threshold automation with lookahead

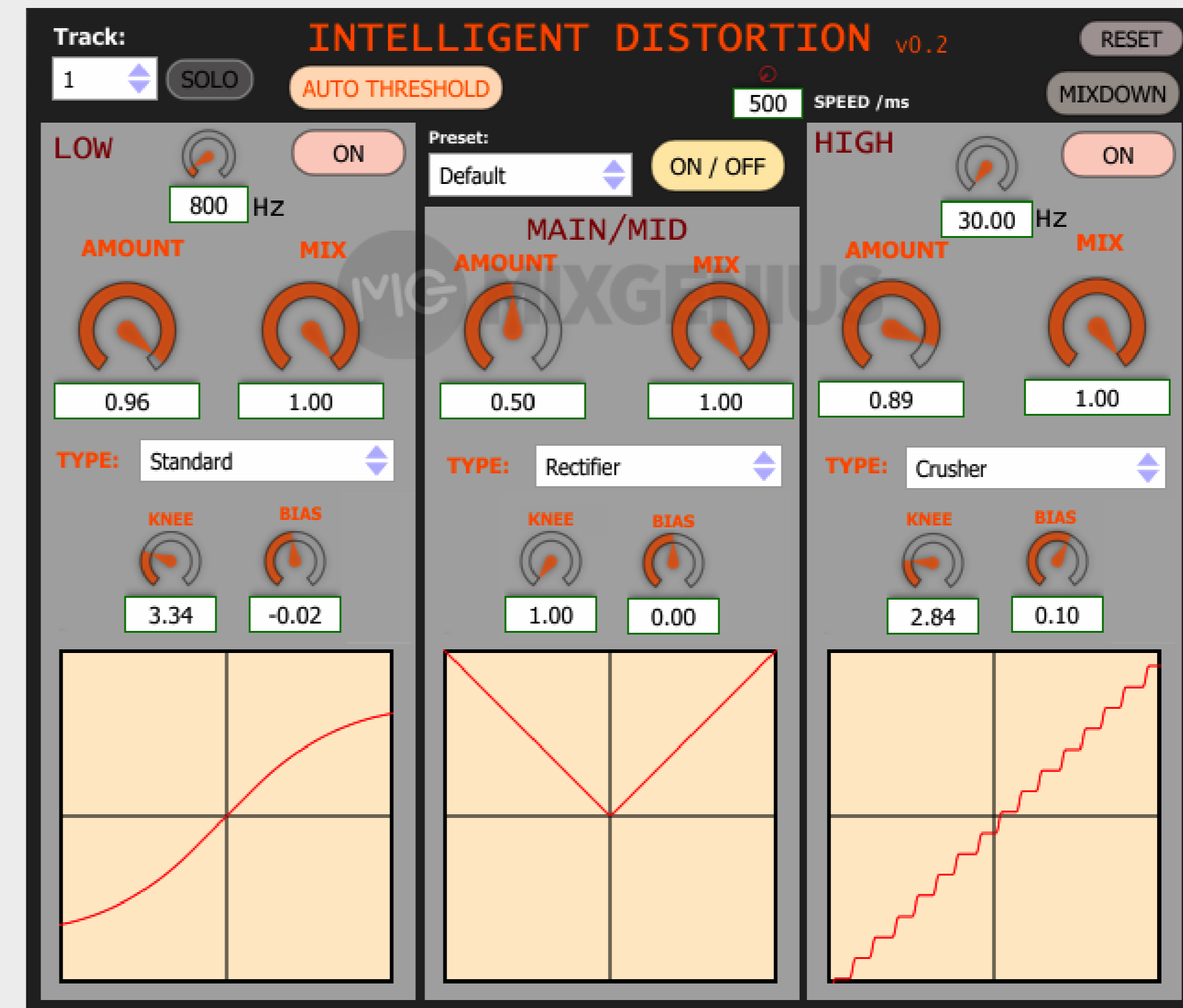
Transfer function scaled by

$$L_{rms}[n] = \sqrt{(1 - \alpha) \cdot \max(x^2[n], x^2[n + 1], \dots, x^2[n + L]) + \alpha \cdot L_{rms}^2[n - 1]}$$



Added lookahead functionality to accommodate sudden changes in signal level

4 VST plugin



Multiband VST plugin based on the proposed algorithm

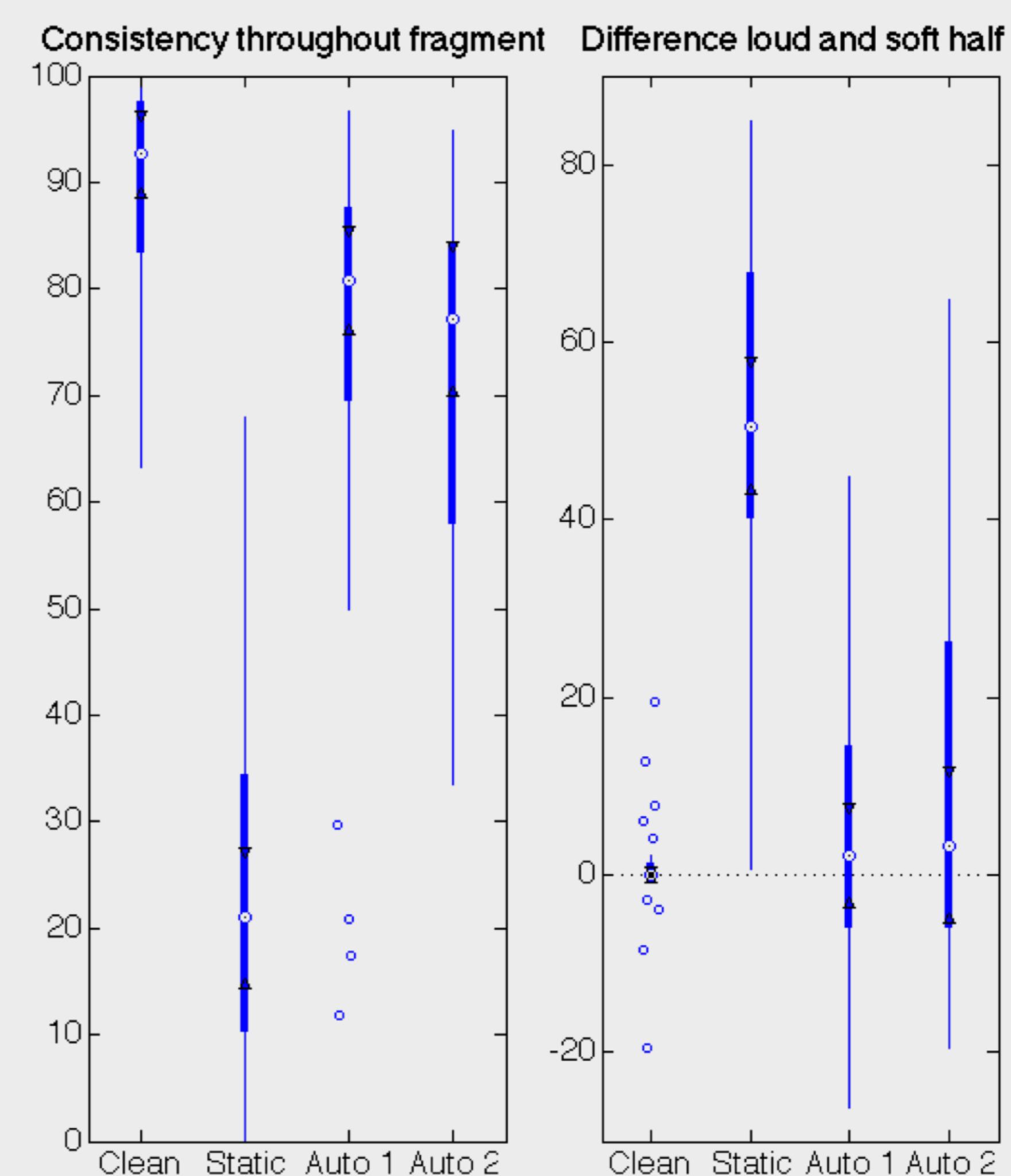
5 Further automation

Make-up gain: RMS level or loudness normalisation to compensate for trimmed signal peaks

Anti-aliasing: upsampling ratio based on Nyquist frequency, type of distortion, signal content, and/or user input

Subband gain: approach certain target power per subband (e.g. automatic exciter)

6 Perceptual evaluation



- Four real-word test signals (vocal, Rhodes piano, bass guitar and drums) with artificial 10 dB boost halfway through fragment
- Perceptual evaluation with $N = 9$ participants
- Perceived amount of distortion consistent
- No significant difference between *Auto 1* and *Auto 2* (lookahead)